

Amendment and Response

Applicant: Timothy S. Wasinger et al.

Serial No.: 09/847,051

Filed: May 1, 2001

Docket No.: PA0528.ap.US

Title: VIDEO GAMING APPARATUS FOR WAGERING WITH UNIVERSAL COMPUTERIZED CONTROLLER AND I/O INTERFACE FOR UNIQUE ARCHITECTURE

IN THE CLAIMS

Please amend claims 1, 18, 19, and 20 as follows:

1. (Currently Amended) A computerized wagering gaming system comprising:
a universal computerized game system operable to control a computerized wagering game, including a controller interface and a universal controller for processing game and operating system instructions;
game system devices; and
a game translator system for translating game events between the game system devices and the universal game control system, wherein the controller interface operates as an interface between the universal controller and the game translator system and comprises a universal controller bus interface and a game translator system interface.

2. (Original) The system of claim 1 wherein the controller interface further comprises data bus drivers in communication with the universal game controller.

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3. (Original) The system of claim 1, wherein the controller interface further comprises an address decoder.

4. (Original) The system of claim 1, wherein the controller interface further comprises nonvolatile random access memory.

5. (Original) The system of claim 1, wherein the controller interface further comprises read only memory for storing gaming system programs.

6. (Original) The system of claim 1, wherein the controller interface further comprises an identification module, having an identifier unique to the gaming system.

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7. (Original) The system of claim 6, wherein the identification module is a silicon serial number.

8. (Original) The system of claim 1, wherein the universal game control system further comprises a game operating system controller, including read only memory for storing gaming system operating system programs.

9. (Original) The system of claim 8, wherein the game operating system controller further comprises flash memory for storing a gaming program unique to the gaming system.

10. (Original) The system of claim 1, wherein the universal controller further comprises flash memory for storing a gaming program unique to the gaming system.

11. (Original) The system of claim 1, wherein the flash memory includes a removable memory card.

12. (Original) The system of claim 1, comprising a logic communication bus for handling logic level signals between the interface controller and the game translator system.

13. (Original) The system of claim 12, the gaming devices including a first gaming device having a game event signal type, and the game translator system operates to translate the game event between the logic level signals and the game event signal type.

14. (Original) The system of claim 13, wherein the game translator system includes a driver/receiver module for operating to translate the game event between the logic level signal and the event signal type.

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15. (Original) The system of claim 14, wherein the driver/receiver module is a voltage converter.

16. (Original) The system of claim 1, wherein the gaming system is a video gaming system.

17. (Original) The system of claim 1, wherein the gaming system is a mechanical reel-based slot machine; having a location sensor device and a mechanical reel device; and wherein the game translator system includes a receiver for handling game events associated with the location sensor device and a driver for handling game events associated with the mechanical reel device.

18. (Currently Amended) A computerized wagering gaming system comprising:
a universal computerized game system operable to control a computerized wagering game, including a controller interface and a universal controller for processing game and operating system instructions;
game system devices; and
a game translator system, wherein the controller interface operates as an interface between the universal controller and the game translator system and comprises a universal controller bus interface and a game translator system interface.

19. (Currently Amended) A method for reconfiguring a computerized wagering game apparatus having a harness for associating memory with output devices in the apparatus, the method comprising:

removing an original special-purpose computerized game controller used to control a computerized wagering game from the apparatus, the original computerized game controller designed to and capable of working exclusively with a particular computerized wagering game apparatus; inserting a computerized wagering gaming system including a universal computerized game system operable to control a computerized wagering game, including a controller interface and a universal controller for processing game and operating system instruction, and a game

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translator system for translating game events between game system devices and the universal game control system, wherein the controller interface operates as an interface between the universal controller and the game translator system and comprises a universal controller bus interface and a game translator system interface.

20. (Currently Amended) A process for modifying game controls in a casino wagering system comprising:

removing a motherboard from a gaming apparatus comprising a housing, a monitor, a motherboard comprising memory for executing game rules and game rules; and

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replacing the mother board with a computerized wagering gaming system including a universal computerized game system operable to control a computerized wagering game, including a controller interface and a universal controller for processing game and operating system instruction, and a game translator system for translating game events between game system devices and the universal game control system, wherein the controller interface operates as an interface between the universal controller and the game translator system and comprises a universal controller bus interface and a game translator system interface.

21. (Original) The process of claim 20, further comprising operating the casino wagering system.

22. (Original) The process of claim 20, further comprising playing an existing game on the casino wagering system.

23. (Original) The process of claim 20, further comprising operating the game via a gaming operating system on the universal computerized game system, using existing gaming system devices.

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24. (Previously Presented) The system of claim 18, wherein the game translator is configured to automatically detect a connection of the game system devices to the game translator.

25. (Previously Presented) The system of claim 18, wherein the game and operating system instructions are executed in a LINUX operating system.

26. (Previously Presented) The system of claim 18, wherein the game system devices include one of a button, keyboard, joy stick, pressure plate, touch screen, speaker, output display, light, security system, jackpot control, card reader, and coin sensor.
